

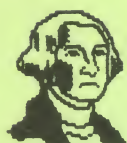
MARCH 1987
VOLUME 7 NO. 3

M.A.C.E. JOURNAL

"Devoted Exclusively To The Atari Computer User"



Published by the Michigan Atari Computer Enthusiasts



FROM YOUR PRESIDENT

Tom Sturza

Our Public Domain Disk Libraries continue to be a source of good bargains. Don't miss reading Don Neff's article on the additions to the 8-bit library. This month we have a Special Offer for our members who own Atari 8-bit computers. Look for the Disk Library Catalog Coupon in this Journal. [Any member who has recently purchased the disk version of the catalog at the "old" price, should contact Don.]

I regret that I must tell the membership that M.A.C.E. will NOT hold TARICON II (planned for August, 1987)! Please read the TARICON II article in this Journal for the reasons. I am very proud of our members and the work they did in planning this event. I am truly sorry that ATARI Corporation wasn't as appreciative!

As I have said many times before, there are various "benefits" to being a M.A.C.E. member. Attending General Meetings, receiving the M.A.C.E. Journal and purchasing Public Domain software are examples. Since we continue to face a declining membership and have certain fixed costs, changes are necessary if M.A.C.E. is to survive. To be fair to our dues paying members, the officers have decided to make some changes. Beginning with our March 17, 1987 General Meeting, ONLY members will be admitted. For those people who wish to "visit" our meeting, we will provide a special "GUEST MEMBERSHIP" for a fee of \$2 per family. For \$2 they will be admitted to that one meeting and receive a copy of the Journal. Also, "GUESTS" will not be able to purchase diskettes from our libraries.

FROM YOUR EDITOR

R. Charles Sibthorpe

Well the hot issue for this month is Taricon II. or the lack there of. It would seem that Atari did not provide the "seed" money as was agreed upon and as a result we, MACE, cannot and will not put on a convention that the club does not have the funds to cover!! As an officer, I was involved in the decision to host the convention on the described conditions and was in favor of cancelling for the reasons described in this month's article by Barb Franczyk. I have heard a rumor that Atari is negotiating with MAGIC, well we wish them all the luck in the world and hope they have a successful convention.

In preparing the Journal each month. I find that many members are submitting their articles in to me written with either Atariwriter or Atariwriter + (after all this is an Atari Club). As promised in my article last month, the following table are the global settings that I use to print the Journal using an SG-10 printer:

B	12	D	2
G	2	I	5
J	1	L	5
M	0	N	91
Q	1	R	91
S	2	T	8
W	0	Y	132

Within the text of the file I embed the following codes to produce the double column:

crtl L 45 ctrl R 51

I hope that the preceeding table will help those of you who do submit articles to the Editor from time to time for publication in the Journal.

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Librarian.

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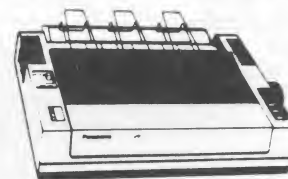
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LITTLE PEOPLE HAUNT YOUR COMPUTER

Reviewed by Bill Boles

Little Computer People

Activision, ST Disk

\$45.00

Well, to begin with it was Thursday. I had just cashed my paycheck and shot over to the computer store looking for a new program to occupy my time. When I arrived, I began searching the ST rack for something different. As I looked, I saw such titles as Rogue, Trinity and Time Bandit (one of my favorites), and then suddenly the words LITTLE COMPUTER PEOPLE jumped out at me from the shelves.

Picking up the box, I read the back to see what this program was about. According to the description, all computers are populated by these strange electronic little people, who have "lived their lives in secret for many years, playing many tricks on computer owners". At any rate, what you get is a house on a disk, which when popped into your computer, will make one of those little creeps show himself.

These words convinced me to buy the program. After shelling out \$47.00 for the thing, I made my way home and gave it a whirl. The first thing that I discovered is that when you run it for the first time, the computer picks one of several different little people and writes it to the disk. From this point on, you are stuck with the person the computer has chosen.

When you begin, a guest book appears and asks you for your name, the date, and the time. After this a house appears, the doorbell rings, your little person waltzes through the door, inspects the house and finally moves in,

complete with dog.

The name of the little person I ended up with is Woody. Strangely enough, he looks a lot like me (he is losing his hair too). Once I got the program going, I put Woody through his paces to see what he could do.

The first thing I asked him to do was type me a letter. Off he went up the stairs to his typewriter. He typed a letter telling me his dog's name, and that I should keep an eye on his food and water supply. If his supply runs out he will get sick and turn green.

Another thing Woody does is play War, Poker, ANAGRAMS and other word games. By pressing <CONTROL R> you cause a record to be delivered, which the little person plays on the stereo. Some of the other things your little person can do is take a bath, go to the bathroom, dance, read a paper, play on a little computer (<ATARI??>), build a fire, play the piano, talk on the phone and others too numerous to mention.

However, as they say "Nothing is perfect". Even though the program is both colorful and amusing, the amusement soon wears thin. Despite the fine graphics and many things the little person can do, one gets the feeling that the program is little more than a novelty. If you have any children, they will probably have a blast with this thing. If you are a bit older, then you will quickly tire of it (as I did) and move on to the next thing. Maybe take another crack at Time Bandit.





TARICON II - FINAL REPORT

By Barb Franczyk



Last September, ATARI Corporation contacted M.A.C.E. and asked us if we would host an ATARI only convention. We agreed to host such an event only if certain conditions were met. We told ATARI that we were very unhappy with the results of our TARICON I convention (held in 1984) and didn't wish to see history repeat itself. We also pointed out that M.A.C.E. could not afford to sponsor such an event on its own.

We were to receive seed money from ATARI to handle the coordination and physical work necessary to put on such a convention. We have not received much cooperation from ATARI over the last 5 months, nor did we receive the promised money by the deadline we were forced to impose.

We have totally exhausted our efforts to communicate with ATARI and have therefore unanimously agreed not to host this convention. To waste more time or money on ATARI, or to reminisce the details in print of the total lack of respect ATARI showed us, is giving them far more attention than they deserve.

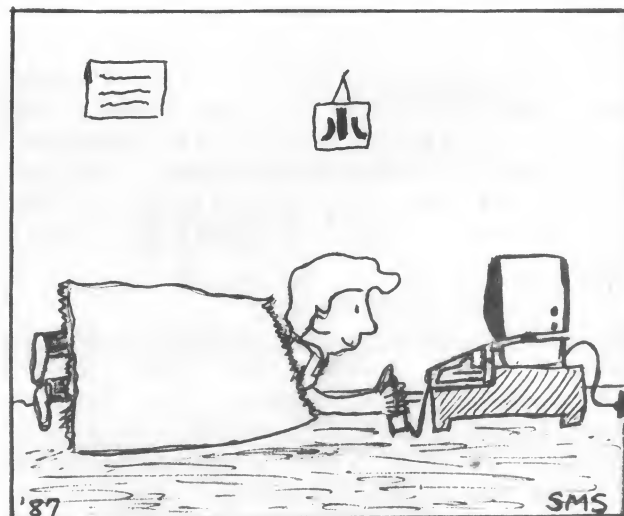
I would much rather focus my energy on the group that I had an opportunity to work with and to know over the last few months. On behalf of M.A.C.E., and sincerely from myself, I wish to thank all of the people on the TARICON II SIG for the work they did, the support they offered and the fun we shared. An honest effort was put forth from our entire group!

We did gain the knowledge that not only were we capable of hosting another convention but there was also the desire and the determination to make TARICON II a

tremendous success. The experience and expertise that our group collectively had was a dynamic resource to tap. Every job that I asked a volunteer to handle was done efficiently and was completed on time. Not one person offered help and didn't come through.

I truly appreciate Tom Sturza for his leadership abilities and the direction he offered the TARICON committee. The Board of Directors were united and supportive in our efforts. I would love to mention each and every one who contributed but the number of people and their efforts are just too long to list. Please know I would be proud to work with each and every one of you again!!

Before I sign off, I must thank my chauffeurs, Bernie and Cliff for coming to Brighton to drive me to my last official meeting of the TARICON II SIG. The chauffeurs weren't bad but the LIMO was a knock out! What a TREAT!!!! Thanks guys. Thank you all! I wish you Peace, Love, Health and Prosperity. It's been a real joy working with all of you.



PLAYING UNDER COVER



PREVIEW

By Scott Anderson



At first it was just rumors. I'm sure you've heard some of them. Mergers and/or joint ventures. ATARI and AT&T. ATARI and Teledyne. ATARI and whomever. But this one is confirmed. I saw the proof at last month's outdoors exposition. ATARI is involved in a joint venture with Coleman Western, the outdoor products giant. The offspring of this marriage is the Coleman Camp Computer, hereafter known as the CCC. It was on display in one corner of the Coleman booth at the outdoor show, with an ATARI rep. in attendance to demo the machine. It is quite the machine. Its most impressive feature is its ability to function without a power supply; the CCC uses white gas (Coleman fuel) like so many other Coleman appliances. After filling the tank with fuel & pressurizing the system by hand pumping, you start up by firing the pilot/burner. The gas flame heats a sealed fluid system which powers a micro turbine generator. This in conjunction with a regulator provides all the voltage you need to power the CCC and all of its peripherals. The CCC is a 128K machine that utilizes the 6502 processor. It has a new O.S. that is completely compatible with all ATARI and third party software. Two built-in languages are switched on or off via a three way rocker switch, they are BASIC (of course) and ACTION!. ATARI apparently had a large quantity of 400 keyboards that they decided to use up on the CCC. While being a pain to type on, the use of the membrane keyboard is understandable on a product that can be left out in the rain. Yes, CCC is completely weatherproof. Rubber doors cover the 4 joystick ports, the I/O port, the serial/expansion bus, and the built in disk drive and modem.

The disk drive is a half height 5 1/4" that uses single or enhanced density. The modem is something completely different. It is said to be almost Hayes compatible, the exception being that it can't answer. This is understandable, you have no phone number. At the end of the 25 foot modem cable is a special induction device that you merely clamp over any phone cable. No pins, no plugs, no muss, no fuss. The device can only originate calls, but it can do it anywhere there is a telephone line, be it the backwoods or your backyard. All this and 1200 Baud too. When you lift the cover on the CCC you'll see the best feature of all. The 9" Hi-Res LCD color monitor has a true 80 column screen that is compatible with most available software. If not, a rubber toggle switch will get you back to 40 column at any time. In either mode the characters are sharp and crisp and easy to read. All this and only 14.4 lbs. But if that seems too heavy for you backpackers, the fuel tank/pump/burner/stand assembly can be detached. The remaining unit, at 8.3 lbs, can be used at any campsite simply by setting it on the campfire. Included in the \$450 price are three new pieces of software. The first, "Camp-Calc", is a wilderness management program. The second, "Camp-Talk", synthesizes bird and animal calls. The third is a graphics masterpiece. It is a Conestoga wagon simulator called "Yerass". No more boring evenings around the campfire.

[From the June 1986 MILE HIGH ATARI MAGAZINE, Denver, Colorado. Reprinted from THE RAM GAZETTE, June 1986, Cheyenne, Wyoming. Word Processed L. A. Watson, MACE #2556, Tiffin, Ohio].

ON-LINE with the MACE Superboard

By Chuck Norris

The MACE Superboard BBS runs on an ATARI 520ST and supports both the 8-bit and 16-bit ATARI machines equally well. The board is up 24 hours a day, seven days a week, at 300/1200 baud. Give it a call at (313) 543-8349 (located in Royal Oak, MI).

The purpose of this article is to introduce the LOG-ON procedure to our members. Other features such as surveys, message and data bases will be discussed in the future.

When first connected to the BBS, the system will ask you to hit <RETURN>, to check your baud rate. If you are operating at 1200 baud, you may get a line of garbage - hit <RETURN> anyway. If nothing happens, don't despair, simply press <CONTROL and the letter M> (ASCII for carriage return). You should now be in the BBS.

The board will go through a series of welcome screens before asking for your name and a password. If you are a new user to this BBS, you will be instructed to type a 0 (that's a zero) in order to complete an application, providing a password and other information. The purpose of the password is to insure that E-MAIL will be kept private. Also, please do not use handles unless you do not wish higher access to the MACE sections.

You must LOG-OFF with either the "G" or "O" command, indicating at that time that you want the password saved for future use. Also, MACE members should use the "L" command to leave their membership number through a private message to the SYSOP. Members will gain access to other areas of the board that will not be available to non-MACE users.

After completing the application, the main function menu will appear. These functions are listed at the end of this article.

The information above should get you through the LOG-ON sequence. If you have any problems, please bring them to my attention at the MACE meeting or leave me a message on the other MACE BBSsystems.

Next time I will cover the data and message bases in detail. 'Till then, happy modeming.

Superboard ST Functions

- A - 8 bit or ATARI selector
- B - Reprint bulletins
- C - Chat mode, page SYSOP
- D - Data base system
- E - Email system
- F - Files system (U/L, D/L)
- G - Goodbye/LOGOFF
- H - Help
- L - Message to Sysop
- M - Message System
- O - Off/LOGOFF
- P - Your profile and status
- S - Toggle clear screen
- T - Toggle connect time display
- U - User log
- + - Add to other BBS's list
- * - Set line feeds/computer type
- % - Change password
- ! - Superboard surveys

M.A.C.E. recently purchased a 520ST system for use on our ST BBSsystem, and for ST SIG and General Meetings. I wish to express our appreciation for all of the bids that were submitted by our advertisers. A special thank you goes to the low bidder, Rentertainment.

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Flying the ST

By Allen P. Bargaen



"Smiles all around please" is the order of the day at ATARI HQ these days, as Tramiel and company bask in the reflected glory of a financially successful year. 1986 may well be historically relevant as the year serious home computing became affordable, and available. Thanks ATARI.

Since ATARI went public, sales of their first offering went extremely well, and the company now has the finances needed to structure the company towards their 1987 goal of establishing the ST in the corporate board rooms of the world.

Most ATARI computerists are waiting for their first glimpse at the thirty-two bit UNIX based system. We expect to see them on the shelves by June, possibly sooner. If you simply must have one now, go to Germany, or call ATARI Canada, who reportedly has a truckload of them in their warehouse.

Year end sales of the 520 and 1040ST systems were slightly over 400,000 units worldwide. The magic figure to watch for is 1 million units. When that happens, we shall see the world of MS-DOS based programs open to us. Many software developers who dismissed the ST at it's inception, now are re-evaluating their positions, as they eye the large and growing market for their wares. What say we have a lottery to guess the day in 1987 when ATARI sales hit the 1 million unit mark?

Before anyone accuses me of abandoning my topic of last month, I thought we should have some time off before getting back into MAXTHINK, to finish the review. The program is incredible, and

complex. Happily, implementation is not. We shall return to this topic next month.

My list of programs worth their weight in eproms this month are ...

FIRST CADD by Generic Software of Redmond Washington - this program is a port over of their popular CAD program for the IBM called GENERIC CADD. It is a real CAD program for the ST, at a reasonable price, about \$45.

Timework's WORD WRITER ST, is a word processor fully supporting the GEM mouse interface. Excellent value for about \$80.

KARATE KID II from Michtron, is an incredible game for the ST. My eyes wonder at the incredible movement and speed of the players on the screen. Catch the fly with the chopsticks if you can! About \$35.

TRIVIA CHALLENGE is also distributed by Michtron. An interesting and novel approach to Trivia for the ST, about \$20.

MODULA-2/ST, is an excellent quality language compiler for the ST programmer, from Modula-2 Software Limited. About \$100.

ART DIRECTOR by Andromeda Software England, is the next generation in artistic creation. No self respecting artist will want to be without this one. About \$50.

FILM DIRECTOR is also by Andromeda Software. It is a companion to the Art Director program, and allows you to create professional animation or movies. It has unique abilities you can discover for yourself. About \$60.

K-SWITCH by Kuma Software, allows two programs to be held in RAM simultaneously, and lets you switch between both. Nice multi-tasking for a mere \$35.

TRINITY by Infocom is interactive fiction at it's best. Would I dare say anything bad about Infocom? After all, they own many hours of my life spent in the dark recesses of their mind. About \$25.

SPACE QUEST by Sierra On Line Inc., is fast becoming one of my favorite developers for the ST. This arcade laced adventure is top flight stuff. About \$30.

GOLDEN PATH by Firebird is a graphics arcade adventure you must live to believe. Seek the true path to wisdom and power. Plan on spending many nights with this one.

Some of the disappointing "first hands-on" experiences we have had recently include:

WRITE 90, a sideways text and VIP file printer that could not be relied upon to dump to our Epson MX10 printer.

WANDERER by Pyramide Software is a game for the ST that has terrific potential, but loses it all when you have to don those special glasses to enjoy the game.

MI-BM, the IBM emulator that simply doesn't emulate. The thing is so bug ridden, it isn't worth buying now. If you absolutely, positively must have IBM emulation, either wait for the next version, or go out and buy a clone. This program won't do it for you.

That should do it for this time around. See you at the ST SIG and the regular M.A.C.E. meetings.

NEW PRODUCTS

Compiled by Jim Kennedy

This month I have two companies to report on. As always, when contacting any of the following companies, please tell them you saw it in the MACE Journal. It will help us in getting review copies, etc.. Thank you.

"Electronic Musician" (magazine)
MIX Publications, Inc. (\$14/year)
2608 Ninth Street
Berkeley, CA 94710

This is a magazine that talks about music and computers. Here's what they cover: MIDI, Synthesizers, Personal Recording, Computers & Software, Do-it-yourself Projects, and Interviews.

-----16 Bit-----

Power Systems (software)
13406 N.E. 84th St.
Redmond, Wash., 98052

This company has released five pieces of software for the ST.

"Power Assist" (\$29.95) runs under other programs and if errors occur, gives helpful debugging information. "Power Edit" (\$29.95) is a powerful text editing tool. It has many features like color control. After a change, the altered line turns color. With "Power Ram Disk/Print Spooler", (\$24.95) you can dump text, etc. to your printer and no more waiting. The Ramdisk is like having a disk drive in RAM! "Power Vision" (\$24.95) is a graphic presentation program. You can manipulate various types of picture formats. "Power Writer" (\$49.95) is a full featured word processor. You can use it in English or one of several other languages. If your language isn't supported, use the font editor to create your own!



FROM YOUR CORRESPONDING SECRETARY



Jim Kennedy
CIS #70247,3537

This month I have a couple of items I wish to present to the membership. Last month things were very hectic and you didn't see a column from me. This month I'll make up for that.

First, I'd like to say that I'm starting a "Newsletter Exchange SIG". It's purpose will be to find interesting articles, programs, etc. in the newsletters we receive from other User Groups. These newsletters will be distributed to ANY member who is interested in helping find the "gems" that can be reprinted in our Journal. The article or program will need to be typed in (word processed) and spell checked. Then it can be handed (on disk & hardcopy) to our editor (Charles Sibthorpe), to any Officer, mailed to our P.O. Box, or uploaded to any MACE Bulletin Board or "The College Board" BBS.

"Newsletter Exchange SIG" meetings will be held during the monthly General Meeting. Hopefully, by forming a SIG, it will be easier for members to access the many newsletters MACE receives each month and provide more direction. We already have one out-of-state member who is a charter member of this SIG. Obviously, he won't be attending SIG meetings, but such help is also greatly appreciated! There's always the possibility that a reprint could be displayed on one or more of the club BBS's. So if it doesn't make it into the Journal, it may be seen on a BBS!

The other thing I wanted to cover was that I've started a BBS of my own, "The College Board". It's located in Livonia, MI (but has a Farmington telephone number)

and supports the Atari 8-bit, ST and IBM computers. There is also a separate MACE File & Message Area available to MACE members ONLY. You may upload any submissions to the Journal, and I will see to it that it gets to Charles. There is also a separate Message Area for the MACE Officers! (For the record, this BBS IS NOT a MACE BBS)! Call today!



THE



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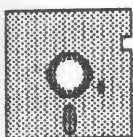
300/1200 BAUD

LOG-ON IN ASCII

ATARI 8-BIT, ST & IBM

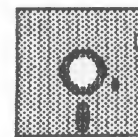
20 MEG.

STAR TREK Fans - MACE Disk P19 contains eighteen Koala pictures of Star Trek scenes and characters!



MACE LIBRARY REPORT

By D. F. Neff



By now most MACE members have noticed that the 8-bit library is changing. It is being reorganized and it's GROWING. I expect to add more than 250 disks during my 1-year term as Librarian. So far all of the feedback from you has been very encouraging and I thank you for that. This is YOUR Disk library and I want to know your opinions, even if they may not be favorable. I need to know what types of programs YOU would like to have in the library (so far the majority of requests have been for Utilities and Music Files).

MACE DISK CATALOG

As I promised, the entire 13-Volume MACE 8-bit Library Catalog is now available on a single diskette. This Catalog Disk permits you to make your disk purchase selections in the comfort of your home prior to MACE meetings. This means you won't be fighting the crowd to read the poster-board version of the catalog, which I usually display in a dark corner at General Meetings. Updated Data Files for your Catalog Disk will be provided for Free (at least while I'm in charge), through the MACE library and BBS's. In fact, the second update is available now on a disk-exchange basis. That is, if you give me your original CATALOG DISK, I will give you the newest version (Rev.B, 2/87) at no cost.

NEW DISKS

What else has been added to the library? - Dozens of MUSIC disks, PICTURE disks, UTILITIES, and of course, more general interest variety disks. We started 1987 by adding 100 new disks to the library for the January meeting and another 40 for the February meeting!

We also have the PAPIE (Professional ATARI Programmers' Information Exchange) Series for you Hackers (not to be confused with pirates or thieves). Most of the PAPIE stuff is Vintage Atari written by greats such as Clinton Parker, Russ Wetmore, Sheldon Leemon, Jerry White, and on and on. The list reads like a Who's Who of ATARI. Be warned though, that these disks are NOT for beginners. You MUST be very familiar with your Atari in order to make use of them.

THANKS!

I owe debts to several people who have made all this more enjoyable through their contributions.

First, thanks to Dave and Bev Zappa, who maintained the library in a neat, organized manner before I took over.

Second, thanks to Kip and Betty Kiefer - who make most of the copies for me and help out at the library during meetings.

Third, thanks to Tom, Kathy, and Steven Sturza, for creating the Educational series.

Fourth, thanks to Jerry Cross of the Genese ATARI Group, for many of our new disks. Our newest Print Shop Graphics Disks came from Mr. Cross.

Fifth, thanks to B&C Computervisions (3283 Kifer Rd., Santa Clara, CA 95051), for LOTS of new PD disks for our library. These folks carry all those hard-to-find ICs and boards for ATARI equipment. Let's show our appreciation by using them as a source for items that are NOT available from MACE Journal advertisers. Please mention in your order that you're a MACE member.

Sixth, thanks to my wife, Heather, who puts up with all of this.



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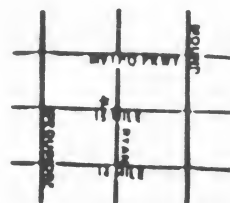
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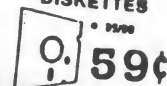


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KARATE FOR TWO PLAYERS

A Review by Bill Boles

World Karate Championship
EPYX, for ATARI 8-bit computers,
with 48K, diskette.

How many of you thought that Broderbund's Karateka was just about the best game going? Well hang onto your hat and grab your joy sticks because there is another program called World Karate Championship on the dealer's shelves, and compared to this game, Karateka was just a dip in the pool.

To begin with, in this game you can go head-to-head with a friend (or foe) as the two of you strive to chop, gouge, and kick each other's brains out, in an attempt to obtain the title of Black Belt Champion. The program's graphics are colorful, detailed and varied. As the game progresses, action shifts to places such as Japan, China, New York and Rome.

The program's sound is also impressive. When a fighter hits the ground after being knocked out, there is a very authentic sounding "THUD". If a fighter receives a kick to the stomach, he utters a loud "OOOF" and falls to the ground holding his belly.

As the game begins, the player(s) start out as a white belt (novice) and obtain higher degrees by winning each of the fights. The progress of the players is watched by an old karate master who serves as scorekeeper. He awards half and full points to the winner of each fight based on the type of kick used to knock out the competitor and informs the players when the match is over.

There are 16 moves available and they are selected with the joystick. The first eight moves

are made by simply moving the stick and the remaining 8 are made by holding the fire button and pushing the stick. These moves include high punch, kick in the air, high kick, low sweep, flip, jump kick and others which give the players many choices and the game quite a bit of variety.

Another option that adds to the enjoyment of the game is a series of bonus rounds which occur before each change of scenery. In the first, the player must break a stack of wooden boards with his head. When the on-screen instructor says "Go", pull back on the joystick and hold the button down. The score is determined by the number of boards broken. In the second bonus round a much more difficult task is faced. The player must dodge a randomly selected weapon. These range from low-flying daggers, whirling stars that come from the middle of the screen and high-flying spears. After many tries, I have not been able to get past this test, as one never knows what the computer is going to throw at you.

To say that this game causes one's blood-pressure to soar would be an understatement. What with all the kicking, flipping and trying to avoid being the one who ends up on the ground, I would say that this game will also make you sweat, panic and generally lose your cool. The people at Epyx have created what will be a most welcome addition to your software collection.





The Music Studio

Reviewed by Drew Satriano



The Music Studio is available from Activision. This ATARI ST program is so very easy to use and yet so complex, powerful, and flexible. In the start you will see a Grand Staff, tempo scale, and pull-down windows with various notes, ties and measure bars.

One of the biggest items out right now is the MIDI (Musical Instrument Digital Interface) to connect your midi keyboards, drum machines, and, just recently introduced to the MIDI world, the electric guitar. With The Music Studio you can use the two MIDI ports in the back of the ST, to link up to the instruments you have. The sound through the computer is not something you would use for your performances at the local club. By adding a keyboard, your sounds are limitless and can sound like anything you want them to, as long as you can program the keyboard correctly. You can create your own sounds through the ADSR (Attack, Decay, Sustain, Release) graph. To do this you must set the ADSR volume control sliders, ADSR time control sliders, tone, noise, and octave, which makes it very easy to create new sounds for the computer.

This program is worth every penny and much more, considering its price is only \$50 and all its different features that you can't find in many other MIDI programs. You can even use the synthesizer just by pressing a key. The note that you pressed will appear on the staff. You can pretty much use this as a sequencer also and they are very expensive to buy. It will also let you use different sounds on four different tracks. Even if you are not a keyboard

wizard and don't know a thing about music, there is a glossary of musical terms in the back of the manual.

On the subject of the manual, I would say that it tells you everything you need to know about setting your MIDI, channels, modulation, wave forms, and envelopes. The disk that comes in the package is almost completely filled with the main program, and an array of different songs.

Whether you like Bach or pop music, you would be able to hear your favorite music on your computer. All that you need to do is go out and buy some sheet music and program it in ... sounds easy and it really is.

The only thing that I didn't like about the program is that it will not accept "Real Time" correctly. That is, if you're playing Jump, you must have three or four keys pressed down consecutively but The Music Studio will only take one pressed note at a time. Therefore, it is easier to use the tracks (there is a four track recorder that can be used) and afterwards remove them. I also think that they could have made better use of the ATARI built in sound chip.

CONCLUSION - If you're looking for a good sequencer, this is not what you want but if you want to spend some time editing the tracks, you can sequence that way. This program is well written and the sound capabilities of your keyboard will enrich the sound; and if you don't own a keyboard, you can just go through the sound chip in the ST. The worst thing I found with the program was that it could sequence but if you were

playing more than one key at a time, you would have to layer the sound on the next track.

[Re-printed from KEEPING PACE, the newsletter of the Pittsburgh Atari Computer Enthusiasts of Pittsburgh, Pa. Word processed by L. A. Watson, MACE #2556, Tiffin, Ohio].

DEAR MR. STURZA,

I feel I have to tell you of a few experiences I have had recently with MACE. A few months ago, I asked you if I may put a note in the Journal concerning a checkers program I was looking for [M.A.C.E. unclassified ad, free to members] ... and within a month someone called, talked to my wife, and asked for my address. Within a few days, I received a checkers program ... with no return address or name, hence no way I could thank this person. I was very impressed by the generosity of this fellow ATARI owner, and would like to thank him via this letter.

I would also like to tell you how pleased I am with our MACE librarian, Don Neff. He has been courteous, helpful and patient with any questions I have had ... The newer programs, and reshuffling of related programs to the same disk, are also welcome additions ... I was also gratified to see more people coming to the January meeting.

Therefore, it is because of dedicated people like you, Mr. Neff and the "mysterious stranger" that I decided to renew my MACE membership at the last meeting. I have also convinced a co-worker to join next month, after telling him of the many advantages to being a MACE member.

... thanks again for everything.
Yours truly, G.M.W. #2661

THANKS SUPRA!!

With the new and exciting addition of the ST computers from ATARI, the MACE User Group was very proud to put up one of the first ST BBS's in the state! We researched which programs and hardware to use for this BBS. We found that the FoReM ST BBS (COMNET Systems) and a 20 meg hard disk drive (Supra Corp.) was the best way to go.

The hard drive that was used went bad after 1 month of use and was sent back to SUPRA and a replacement was made. This drive was defective as well and was returned. After many calls and mailing of drives back and forth, it was determined that the power source was bad. I was getting a bit on the upset side, as this was the drive that was the better of the three that were available at the time.

Finally, after a call was made from MACE to SUPRA, all bad feelings were dismissed. SUPRA sent a new drive and after three months, the BBS is running very smoothly. SUPRA even paid for all of the shipping to and from Michigan and their factory!

MACE, and even more so, myself, would like to extend our thanks to SUPRA Corporation! I also wish to send an apology for some of the phone calls that I had made during the two months I waited for a new drive.

Chuck Norris
MACE Vice President
Advertising Manager
MACE Superboard SYSOP

MACE Disk IE is GRAPHIC DEMO #2. This is one of the fabulous demo disks from the German Atari shows Excellent!

GFA BASIC FOR THE ST

By Bob Gheesling

Finally, a usable BASIC language for the ATARI ST! This programming package, distributed by MICHTRON has about every feature you could ask for.

This version of BASIC has over 240 commands and is similar to GW BASIC. With many one-line commands you can control windows, alert boxes, the mouse, date, time, file select, and character location in a string. You can also create drop down menus with a short routine.

The best way to describe GFA BASIC is to compare it to ATARI (8-bit) BASIC. First, there is only one command allowed per line. This takes some getting used to, but it is a step towards a more structured language like Pascal. Second, there are no line numbers. Third, the speed of execution is obvious compared to ST BASIC and ATARI BASIC (i.e., this loop executes in 1/2 second: FOR X = 1 to 10000, Next X).

EDITOR - Unlike ST BASIC there are no windows to be continuously redrawn. The top two lines of the screen are labeled as function keys: commands like Load, Save, Run, etc. Then, all that is required is to type in the program. You can abbreviate the entries, (DEFM becomes Defmouse on the screen). If you want to try a command in the immediate mode, 'escape' flips the screen to an OK> which is the output screen.

FEATURES - How about number conversion? You can convert from binary to hexadecimal to octal with BIN\$, DEC\$ and OCT\$. Also, the program handles 11 digit precision.

Errors are clearly displayed in alert boxes (in English) and you can halt any BASIC program. Result: no endless loops, so lock-up is a thing of the past.

Another unusual feature is the ability to run a standard program from inside your BASIC program. As an example, I ran a Public Domain copy program and SIDEWAYS from inside a simple GFA BASIC program. It is also possible to incorporate existing stand alone programs into a GFA BASIC one.

The program itself is only 55K and does not have that irritating slowness when LOADING or SAVEing BASIC programs. In addition, when selecting a file to SAVE or LOAD, the standard GEM select box appears for that purpose. There is also a run-only version of GFA BASIC that can be distributed as Public Domain. Anyone can run GFA BASIC programs, even if they don't own the software.

THE MANUAL - The documentation is fairly complete and there is a separate page and an example for each command. The ERROR messages, editing errors and bombs are briefly defined in an appendix. I would have liked to have seen more information on GEM use, though.

DRAWBACKS - Your next question is, can I run my ST BASIC programs with GFA BASIC? No - however, the package does come with a conversion program (but it is still under development). I have tried to convert a few programs and it is difficult at best (especially if there are graphics involved). I am sure that as additional utility programs are developed, this task will become much easier.

IN SHORT - I bought the program on MICHTRON's past products alone, and was not disappointed. This version of BASIC is far superior and bug-free when compared with ST or ATARI BASIC. It could become the standard BASIC for the ST, since it incorporates the commands most of us are familiar with, and many more. GFA BASIC appears to have the power of C and gives the BASIC programmer access to all those 'foreign' capabilities of GEM, AES and VDI. The cost? \$79.95 list and on a 10 point scale, I'd say 9.5.

UNCLASSIFIEDS

WANTED: Genealogy programs for ATARI 8-bit computers. Reviews, to be printed in the M.A.C.E. Journal, would also be helpful. Write to Irene Church, c/o M.A.C.E., P.O. Box 2785, Southfield, MI 48037.

FROM BATTERIES INCLUDED

As a recognized Batteries Included User Group, M.A.C.E. has been informed that upgrades to the ATARI ST programs Thunder and I S Talk will be given to us and that we can then provide the upgrade to our member's diskettes.

M.A.C.E. members who own the above programs must bring their original copies to a ST SIG meeting and the SIG librarian will upgrade their diskette. We are not allowed to perform any upgrades to backup copies, only to originals! As a service to our members, we will not charge for this upgrade (even though Batteries Included has indicated that we could do so, if we wished).

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R-TIME 8 CARTRIDGE



From M.A.C.E. EAST BBS

R-Time-8 adds an external real-time clock to the ATARI. This is very useful for telecommunications and SpartaDOS time/date stamping. It works equally well with all ATARI computers. The cartridge has an expansion port on the back, so that a user may plug another cartridge, such as Action!, on top of it. If you are using an ATARI 800 machine, none of this is necessary, as it can be plugged into the right hand slot.

The latest version of SpartaDOS (for XL/XE users only) is included in the package. If you are not going to use SpartaDOS, you must use the "Z:" handler (more on that later). With SpartaDOS, the user need only type "DOS" and he/she has access to all of the time/date commands. If you have an XL/XE, this is the way to go.

However, if you are not using SpartaDOS, you will have to obtain the "Z:" handler, which is found on the back of the SpartaDOS disk. Although it is easy to use, this handler wastes a lot of memory, but still displays a time-line at the top of the screen (identical to SpartaDOS).

The "Z:" handler operates like any other device. For instance, to read the time, the following would be used:

```
DIM TIME$(10)
OPEN #DEVICE,4,0,"Z:"
XIO 32,#DEVICE,0,0,"Z:"
INPUT #DEVICE,TIME$
PRINT "TIME: ";TIME$
```

The main disadvantage of the "Z:" handler is *memory*. It really eats it up. If you are using R-Time for a BBS that is written in

BASIC, you will need every byte you can get your hands on. Unfortunately, because of the expansion port on the back of the R-Time 8 cartridge, it cannot be accessed directly by PEEKS and POKES.

Instead, a machine code subroutine is necessary. The code is very simple: First, the bank of memory containing the chip addresses is selected. Next, the desired register is read. Finally, the chip is deselected. The clock chip has six registers: Hours, minutes, seconds, day, month, and year. The disk contains the source code to the "Z:" handler, so a routine to read the time can be written with relative ease.

Support - In the line of terminal / BBS programs, I have found the following to support R-Time without modification:

EXPRESS! 1030 v3.0
AMODEM 7.0 (included in package)
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MACE Disk P7 contains OMNILOADER, a program which loads and displays any type of Picture File. Unfortunately, there are NO Documents for it. The Disk Librarian recommends the "Trial-and-Error" method for this one.



PUBLISHERS CLOSE DOWN PIRATE BASE



(August 6, 1986) Twelve of the industry's leading software developers and the Software Publishers Association announced today that they have taken direct action by closing down a notorious Pirate BBSsystem located in Cincinnati, Ohio.

The "Star Chamber" BBS had more than 40 megabytes of ATARI 8 bit and ST software, with many hundreds of copyrighted titles available. The twelve publishers, all of whom publish ATARI ST software are: ANTIC Software, Batteries Included, Digital Research, Hippopotamus Software, Infocom, Megamax, Michtron, Procopy, Quickview Systems, Quantum Microsystems, Regent Software, and XLENT Software.

The closing today of a major illegal BBSsystem through a joint effort of concerned publishers is only the first of several similar actions anticipated. In a joint statement issued by the group, a commitment was made to aggressively root out similar law-breakers as they are found. "The days are over when someone can illegally transmit copyrighted software via BBSsystems", said Mark Skapinker of Batteries Included. "We're all fed up with tolerating theft of our products and we intend on going after these scoff-laws aggressively", said Gordon Monnier of Michtron.

As a follow-up to this success, the companies involved are discussing the creation at Fall Comdex 1986, of a permanent watch-dog group, to make it clear to pirates that their days are numbered.

For further information contact: Gordon Monnier, Michtron (313) 334-5700; Mark Skapinker,

Batteries Included (416) 881-9941; Gary Yost, ANTIC Software (415) 957-0886; Ken Wasch, Software Publishers Association (202) 452-1600.

[Re-printed from Contact, the newsletter of the Atlanta Atari Users' Group. Word Processing done by L. A. Watson, MACE #2556, Tiffin, Ohio.]

M.A.C.E. DISKETTES

JUST A REMINDER TO OUR MEMBERS:

Most M.A.C.E. diskettes contain software that is in the Public Domain. A few diskettes are proprietary diskettes and are not Public Domain. We would greatly appreciate it if our members would not make copies of M.A.C.E. diskettes for their friends and relatives. Sales from our Disk Libraries help pay M.A.C.E. bills. Also, we are trying to encourage people to join M.A.C.E. If they can obtain diskettes from our Libraries without being a M.A.C.E. member, there is no longer an incentive to join. Your help in seeing that M.A.C.E. diskettes are not "pirated", would be greatly appreciated!

MACE Disk P5 contains HEAVY METAL ART.

MACE Disk M13 contains ROCK OF THE 80's.

MACE Disk P1 is a collection of "R" rated pictures. It was banned by the Boston Book Burning and Tea Social Society.

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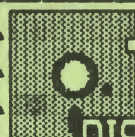
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